

The cover art for the PlayStation game 'Ball Breakers' features three characters in a dynamic, action-oriented pose against a dark, textured background. The central character is a large, muscular figure with a blue and white suit, holding a large, dark, spherical object. To the right, a smaller character in a red and white suit is also holding a similar sphere. On the left, a third character in a blue and white suit is visible. The title 'BALL BREAKERS' is prominently displayed in the center in a large, stylized, red and white font. The PlayStation logo is in the top left corner, and the 'EXTRA' logo is in the bottom left corner. A small '100% 100%' logo is in the bottom right corner.



PlayStation

EVERYONE
E
CONTENT RATED BY
ESRB

SLUS-01248
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ACTION BASS™



WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNOFFICIAL PRODUCT:

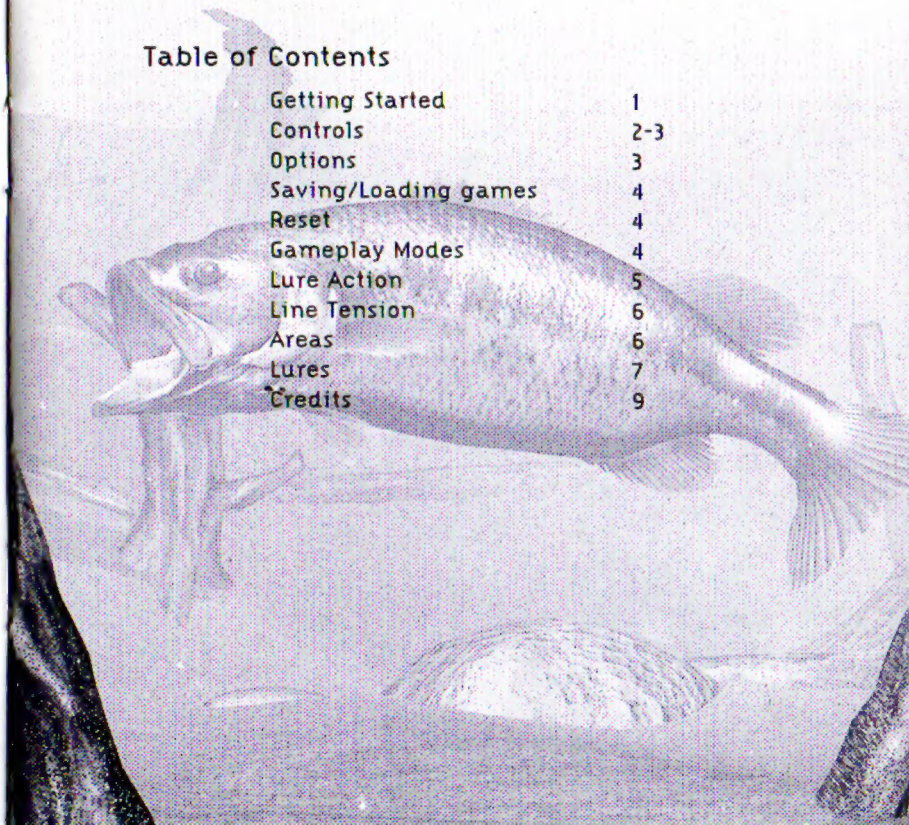
The use of unofficial products and peripherals may damage your PlayStation game console and invalidate your console warranty.

HANDLING YOUR PLAYSTATION DISC:

- This compact disc is intended for use only with the PlayStation game console.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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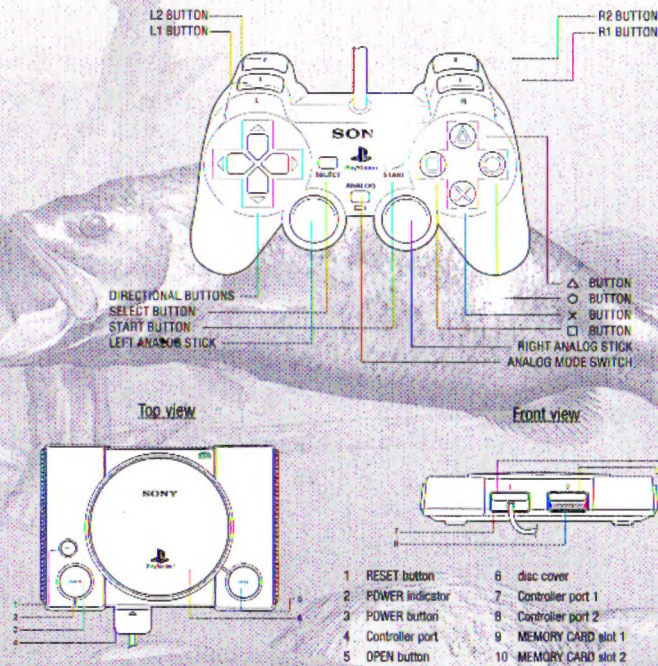
Getting Started

Set up your PlayStation game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert the Ball Breakers disc and close the Disc Cover. Insert game controllers and turn on the PlayStation game console. Follow onscreen instructions to start a game.

Action Bass only supports MEMORY CARDS inserted into MEMORY CARD Slot 1. Ensure that your MEMORY CARD has enough free blocks for your save games. One free block is required.

It is recommended that you do not insert or remove any peripherals when the power to your PlayStation® is ON.

Controls



Controls

- X-Button-Cast and reel in (Zooms out from fish in Aquarium mode)
- Square Button-Brings up the Lure Select button (Zooms in on fish in Aquarium mode)
- Circle Button- Not Used (Zooms out from fish in Aquarium mode)
- Triangle Button - Cancel (Zooms in on fish in Aquarium mode)
- R1 Button- Reels in faster (Selects between fish in Aquarium mode)
- SELECT Button-Not used
- START Button- Pause
- L1 Button-Not used (Selects between fish in Aquarium mode)
- L2 Button-Not used
- R2 Button-Not used
- Directional Button-Tugs the lure along.

Options

Vibration-You have the option of turning the vibration function of the DUALSHOCK™ analog controller on or off from here.

ata -This is where you can save and load your games.

Saving/loading games

To save either a game from the Challenge or Free mode you must first choose to quit the game you are currently playing. From here you will be brought back to the main menu. Simply select Options from the menu and then go to Data and save your game.

To load a game, choose Options from the selections on the main screen and then proceed to Data. From here you will be able to load any previously saved game on your MEMORY CARD.

Do not insert or remove a MEMORY CARD when the power to your console is ON.

Reset

There are two ways to reset to the screen in Action Bass. The first is by holding down the SELECT and START buttons for two seconds. The second way is by pressing the START button then select QUIT from the list of options and press the X button. You can not reset the title screen in CHALLENGE mode from the PAUSE menu.

Gameplay Modes

In Action Bass, there are four levels of gameplay:

Challenge

The Challenge mode is an arcade style game in which you are given three minutes to do your best and out fish the rest. Each area has a different release weight for bass. If the bass you caught is too small for the area you are fishing in, you will have to release it back into the lake. If you manage to meet the criteria for all four areas of the Challenge, you will be rewarded with new lures and granted access to the Extra option.

Free

This is where you can hone your skills as a fisherman. There is no time limit, or weight restrictions. You may also fish in any of the four areas in the game. This will help you to find the honey holes in the lakes where the bass like to swim. Once you have caught a bass in Free mode you are given the option to bring the fish back with you. If you choose to take the bass back, it is automatically placed in the Aquarium.

Extra

The Extra option is only available after you have completed all the tasks in the Challenge mode. In this mode the time may be longer but the competition is definitely more intense. There's no room for second place here, you have to bring in a big load in order to come in first.

Aquarium

After you have brought back some fish from the free mode, you can check out your catch in the aquarium. You can switch from one fish to the next by pressing the R1 and L1 buttons. For a better look at your fish, you can Zoom in by pressing either the Square or Triangle buttons, or you can Zoom out by pressing the Circle or X button. And by using the Directional Pad you can rotate around the fish to get a better angle.

Lure Action

A lure acts in its own way, and to get the bass's attention the lure has to be enticing. To make this happen you have to make sure that the lure is being used to its full potential. After casting the lure, press the Square button to reel it in and watch the Lure Action meter on the bottom of the screen. This lets you know when the lure is at its peak movement through the water.

Line Tension

Once a bass is on your line the Line Tension meter will appear at the bottom of the screen. This will let you know how much stress the fishing line can take before it will break. Keep an eye on your line because some bass are stronger than others. If the meter goes too far into the red an audible "caution" will be heard, if the tension is not eased up, the line will snap. Also, do not give the bass too much slack or the meter will go too far into the white and the bass will be able to free themselves.

Areas

To start off, there are four areas to fish in Action Bass with the chance to unlock more depending on how well you do in Challenge mode. The areas differ in size, depth, visibility and bass population. In order to become a great fisherman you must learn the best spot to cast your line in each area.

Area 1: Boathouse Cast

This is where every fisherman starts out, plain and simple this area will help break you into the world of fishing. Not too big, not too deep and with good clear waters you can use any lure in your stock and still do well here.

Area 2: Jungle Bassing

You're in the heart of the Jungle now, hunting for big time bass! The waters are filled with fallen tree limbs, which make great hiding places for bass. Despite clear visibility, the bass are still going to be hard to find but with some patience and practice this area can be cleared in no time.

Area 3: Cloudy Fight

Don't let the scenic surroundings fool you this is going to be a tuff one! With the waterfall kicking up mud on the lake floor, visibility is extremely poor. Your going to have to pull out all the stops and use everything you've learned thus far to kick some bass here.

Area 4: Sunset Bigbass

This area is set in a partially submerged town. The bass here are big and put up a major fight. If you want to be the best your going to have to bring in one of these super big bass

Lures

Each lure acts in a different way in the water. Some will work better than others in different locations. Bellow is a list of some of the lures that you will be able to use throughout the game.

Minnow

The minnow is a weighted lure that when reeled in, stays at a shallow depth. It slowly moves through the water with a very fluid fish like motion that will grab the attention of any hungry bass that may be around. This is best used in clear waters.

opper

se lures work their magic on top of the water. They drag along their which is lined with long white threads that catch the bass's eye with and forth motion. This lure is best used in the clearer lakes.

Pencil

This sleek lure glides smoothly across the waters surfaces and the small wake that they create causes the bass to go crazy. Probably the best lure for the beginner, it's simple and can be quickly reeled in for another cast.

Vibration

This is a weighted lure that, as it's name implies, vibrates through the water. They are very good in deep and murky waters.

Spinner Bait

With its unique structure, this lure is best suited for a more seasoned fisherman. The diamond shaped metal on top helps reflect light and make it more visible in the water. It also has a frayed tail at the end of it that simulates a small fish swimming when being reeled in.

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If this program is found to be defective within 90 days of purchase, it will be replaced. Simply return the disc to Take-Two or its authorized dealer along with a dated proof of purchase. Replacement of the disc, free of charge to the original purchaser (except for the cost of returning the disc) is the full extent of our liability.

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